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-	699	706/45.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/08 19:42
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-	35	706/58.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/08 19:45
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-	82	706/53.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/08 19:45
-	12	706/56.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/08 19:45
-	16	706/57.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/08 19:45
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-	15	((span$4 and event$1) and @ad<=20001110) and 704/251.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/08 19:47
-	1	((span$4 and event$1) and @ad<=20001110) and 706/58.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/09 07:27
-	4	((span$4 and event$1) and @ad<=20001110) and 706/49.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/08 19:47
-	2	((span$4 and event$1) and @ad<=20001110) and 706/53.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/08 19:47
-	1	((span$4 and event$1) and @ad<=20001110) and 706/56.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/08 19:47
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-	44	(@ad>=20001110 and 706/58.ccls.) xor (@ad>=20001110 and 706/25.ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/09 07:28
-	135	@ad>=20001110 and 706/45.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/09 08:22
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1 **On fuzzy temporal logic**
Thiele, H.; Kalenka, S.;
Fuzzy Systems, 1993., Second IEEE International Conference on , 28 March-
1993
Pages:1027 - 1032 vol.2

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1 **Synchronisation primitives for highly parallel discrete event simula1**
Kerridge, J.; Welch, P.; Wood, D.;
System Sciences, 1999. HICSS-32. Proceedings of the 32nd Annual Hawaii
International Conference on , Volume: Track8 , 5-8 Jan. 1999
Pages:10 pp.

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1 Cloning parallel simulations   ▨
Maria Hybinette, Richard M. Fujimoto
October 2001 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**,
          Volume 11 Issue 4
Full text available: 📄 pdf(1.88 MB)   Additional Information: full citation, abstract, references, index terms

> We present a cloning mechanism that enables the evaluation of multiple simulated futures.
> Performance of the mechanism is analyzed and evaluated experimentally on a shared
> memory multiprocessor. A running parallel discrete event simulation is dynamically cloned
> at *decision points* to explore different execution paths concurrently. In this way, what-if and
> alternative scenario analysis can be performed in applications such as gaming or tactical
> and strategic battle management. A construct c ...

> **Keywords:** Cloning, multiprocessors, parallel algorithms, parallel simulation, pruning

2 DELAB—a simulation laboratory   ▨
Miron Livny
December 1987 **Proceedings of the 19th conference on Winter simulation**

Full text available: 📄 pdf(900.67 KB)   Additional Information: full citation, abstract, references, citings, index terms

> DELAB is a simulation laboratory designed to provide support to programmers who build
> complex simulation programs and to system analysts who use these programs. In this
> paper we present the structure of the laboratory and report on the current status of the
> effort to implement it. The laboratory has been implemented in a 'bottom up' fashion. First
> we have developed the DENET simulation language which is a Modula-2 based discrete
> event simulation language. O ...

3 Transparent incremental state saving in time warp parallel discrete event simulation   ▨
Robert Rönngren, Michael Liljenstam, Rassul Ayani, Johan Montagnat
July 1996 **ACM SIGSIM Simulation Digest , Proceedings of the tenth workshop on
          Parallel and distributed simulation**, Volume 26 Issue 1
Full text available: 📄 pdf(901.70 KB)   Additional Information: full citation, abstract, references, citings, index terms
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> Many systems rely on the ability to rollback (or restore) parts of the system state to undo
> or recover from undesired or erroneous computations. Examples of such systems include

fault tolerant systems with checkpointing, editors with undo capabilities, transaction and data base systems and optimistically synchronized parallel and distributed simulations. An essential part of such systems is the state saving mechanism. It should not only allow efficient state saving, but also support efficient st ...

Keywords: Parallel Simulation, State Saving, Time Warp

4 Constraint-based tools for building user interfaces

Alan Borning, Robert Duisberg
October 1986 **ACM Transactions on Graphics (TOG)**, Volume 5 Issue 4

Full text available: pdf(2.31 MB)   Additional Information: full citation, abstract, references, citings, index terms

A constraint describes a relation that must be maintained. Constraints provide a useful mechanism to aid in the construction of interactive graphical user interfaces. They can be used to maintain consistency between data and a view of the data, to maintain consistency among multiple views, to specify layout, and to specify relations between events and responses for describing animations of interactive systems and event-driven simulations. Object-oriented techniques for constraint representa ...

5 Mechanisms for user-invoked retraction of events in time warp

Greg Lomow, Samir Ranjan Das, Richard M. Fujimoto
July 1991 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 1 Issue 3

Full text available: pdf(1.71 MB)   Additional Information: full citation, references, citings, index terms

6 A program-driven simulation model of an MIMD multiprocessor

Fredrik Dahlgren
April 1991 **Proceedings of the 24th annual symposium on Simulation**

Full text available: pdf(1.01 MB)   Additional Information: full citation, references, citings, index terms

7 The cost of terminating synchronous parallel discrete-event simulations

Vasant Sanjeevan, Marc Abrams
December 1991 **Proceedings of the 23rd conference on Winter simulation**

Full text available: pdf(887.52 KB)   Additional Information: full citation, references, citings, index terms

8 The effect of state-saving in optimistic simulation on a cache-coherent non-uniform memory access architecture

Christopher D. Carothers, Kalyan S. Perumalla, Richard M. Fujimoto
December 1999 **Proceedings of the 31st conference on Winter simulation: Simulation--- a bridge to the future - Volume 2**
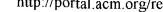
Full text available: pdf(84.70 KB)   Additional Information: full citation, references, citings, index terms

9 Parallel discrete event simulation on shared-memory multiprocessors

Pavlos Konas, Pen-Chung Yew
April 1991 **Proceedings of the 24th annual symposium on Simulation**

Full text available: pdf(1.32 MB)   Additional Information: full citation, references, citings, index terms

10 Measuring the overhead in conservative parallel simulations of multicomputer programs
Mary L. Bailey, Michael A. Pagels
December 1991 **Proceedings of the 23rd conference on Winter simulation**

Full text available: pdf(983.46 KB)   Additional Information: full citation, references, citings, index terms

11 Parallel processing architecture for the Hitachi S-3800 shared-memory vector multiprocessor
Katsuyoshi Kitai, Tadaaki Isobe, Yoshikazu Tanaka, Yoshiko Tamaki, Masakazu Fukagawa, Teruo Tanaka, Yasuhiro Inagami
August 1993 **Proceedings of the 7th international conference on Supercomputing**

Full text available: pdf(886.16 KB)   Additional Information: full citation, abstract, references, citings, index terms

This paper discusses the architecture of the new Hitachi supercomputer series, which is capable of achieving 8 GFLOPS in each of up to four processors. This architecture provides high-performance processing for fine-grain parallelism, and it allows efficient parallel processing even in an undedicated environment. It also features the newly-developed time-limited spin-loop synchronization, which combines spin-loop synchronization with operating system primitives, and a communication buffer (...

12 Event sensitive state saving in time warp parallel discrete event simulations
Sven Sköld, Robert Rönngren
November 1996 **Proceedings of the 28th conference on Winter simulation**

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13 Animated graphical interfaces using temporal constraints
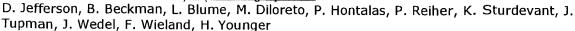R. A. Duisberg
April 1986 **ACM SIGCHI Bulletin , Proceedings of the SIGCHI conference on Human factors in computing systems**, Volume 17 Issue 4

Full text available: pdf(674.12 KB)   Additional Information: full citation, abstract, references, citings, index terms

Algorithm animation has an acknowledged and growing role in computer aided algorithm design, as well as in documentation and technology transfer, since the medium of interactive graphics is a broader, richer channel than text by which to communicate information. Since an animation constitutes the interface between a user and an algorithm, a kit that facilitates the construction of such has all the basic elements of a User Interface Management System. Constraint languages are useful in const ...

14 The status of the time warp operating system
D. Jefferson, B. Beckman, L. Blume, M. Diloreto, P. Hontalas, P. Reiher, K. Sturdevant, J. Tupman, J. Wedel, F. Wieland, H. Younger
January 1988 **Proceedings of the third conference on Hypercube concurrent computers and applications: Architecture, software, computer systems, and general issues - Volume 1**

Full text available: pdf(726.31 KB)   Additional Information: full citation, abstract, references, citings, index terms

The Time Warp Operating System (TWOS) is a special-purpose operating system designed to support parallel discrete event simulation. It has been under experimental development at the Jet Propulsion Laboratory for four years, and runs primarily on the JPL/Caltech Mark III Hypercube, although it has been ported to several other systems. Its main distinction is that it incorporates a full implementation of the Time Warp mechanism, which is based on the unusual synchronization primitives of proc ...

15 Evaluating synchronization on shared address space multiprocessors: methodology and performance
Sanjeev Kumar, Dongming Jiang, Rohit Chandra, Jaswinder Pal Singh
May 1999 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1999 ACM SIGMETRICS international conference on Measurement and modeling of computer systems**, Volume 27 Issue 1
Full text available: pdf(1.01 MB)   Additional Information: full citation, references, citings, index terms

16 SimKit: a high performance logical process simulation class library in C++
Fabian Gomes, John Cleary, Alan Covington, Steve Franks, Brian Unger, Zhong-e Ziao
December 1995 **Proceedings of the 27th conference on Winter simulation**
Full text available: pdf(745.52 KB)   Additional Information: full citation, references, citings, index terms

17 Technical correspondence
CORPORATE Tech Correspondence
October 1986 **Communications of the ACM**, Volume 29 Issue 10
Full text available: pdf(592.73 KB)   Additional Information: full citation, references, index terms

18 The accuracy of trace-driven simulations of multiprocessors
Stephen R. Goldschmidt, John L. Hennessy
June 1993 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1993 ACM SIGMETRICS conference on Measurement and modeling of computer systems**, Volume 21 Issue 1
Full text available: pdf(1.26 MB)   Additional Information: full citation, references, citings, index terms

19 Special Session on Design Paradigms: The standard SpecC language
Masahiro Fujita, Hiroshi Nakamura
September 2001 **Proceedings of the 14th international symposium on Systems synthesis**
Full text available: pdf(292.20 KB)   Additional Information: full citation, abstract, references, index terms

This paper introduces SpecC language, a system level description language based on C, and its consortium, SpecC Technology Open Consortium (STOC). Currently SpecC language version 1.0 is publicly available. SpecC technology covers SpecC-based design "methodology" as well as SpecC language itself. In this paper not only SpecC language but also SpecC-based design methodology are briefly discussed. The SpecC language specification working group (LSWG) under STOC is discussing on SpecC version 2.0. ...

Keywords: C-based hardware description, formal semantics, formal verification, hardware description language, high-level synthesis, system level design, system synthesis

20 Efficient synchronization: let them eat QOLB

Alain Kägi, Doug Burger, James R. Goodman

May 1997 **ACM SIGARCH Computer Architecture News , Proceedings of the 24th annual international symposium on Computer architecture**, Volume 25 Issue 2

Full text available: pdf(2.04 MB)   Additional Information: full citation, abstract, references, citings, index terms

Efficient synchronization primitives are essential for achieving high performance in fine-grain, shared-memory parallel programs. One function of synchronization primitives is to enable exclusive access to shared data and critical sections of code. This paper makes three contributions. (1) We enumerate the five sources of overhead that locking synchronization primitives can incur. (2) We describe four mechanisms (local spinning, queue-based locking, collocation, and synchronized prefetch) that r ...

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1 A generalized assertion language   ▨
Tsun S. Chow
October 1976 **Proceedings of the 2nd international conference on Software engineering**

Full text available: 📄 pdf(758.67 KB)   Additional Information: full citation, abstract, references, citings, index terms

The motivation behind the work in debugging languages is to provide the programmer with
primitives so that he may search for events during execution, which are suspected to be
anomalous. Events that may be specified by most existing debugging languages are very
elementary. Also, there are no facilities to combine them into more complex events. Even
though he can selectively monitor the history of execution, the programmer usually has to
explore a vast mass of information in order to check t ...

Keywords: Assertion, Current and past state vectors, Debugging and testing of computer
programs, Operation sequence and frequency count, Static verification vs dynamic checking

2 Assertions in programming languages   ▨
Richard N. Taylor
January 1980 **ACM SIGPLAN Notices**, Volume 15 Issue 1

Full text available: 📄 pdf(758.24 KB)   Additional Information: full citation, abstract, references

The notion of embedding assertions in applications programs to aid in program verification
and testing is not at all new; yet programming language designers seem loath to provide
them, at least in useful ways. The Department of Defense language Ada is a case in point.
The use of assertions is briefly reviewed, suggestions for their incorporation in languages is
given, and an example of how they have been provided for the language HAL/S is shown.

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